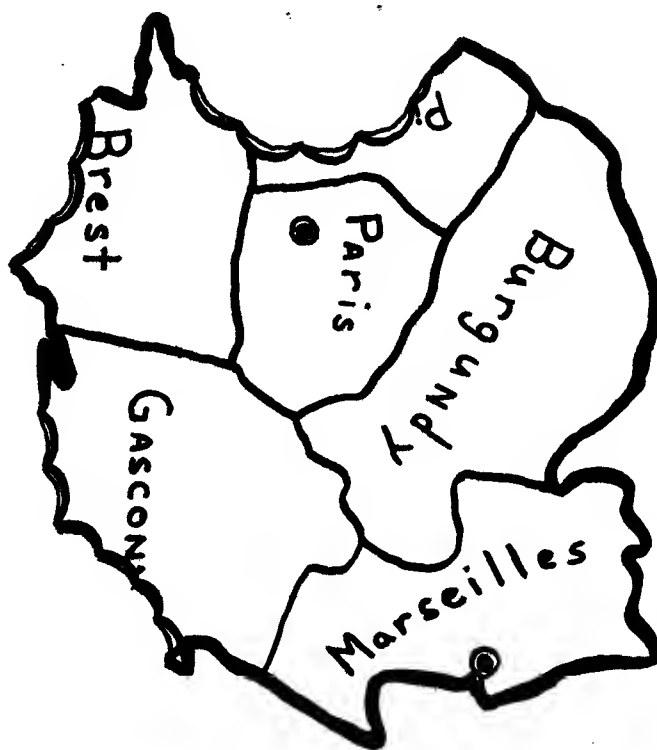


CLAN & FANG

Number 95
10 October 1978

THE QUESTION IN FRANCE IS:



HAS HE LEFT YET?

CLAW & FANG is published the 10th of each month by R&D COMMUNICATIONS.

THE STAFF

Stencil typer, cover artist, xeroxer, assistant mimeograph operator, collator and stapler, writer, gamemaster, and proofer: Smacko

Editor-In-Chief: Fangmaster

Supreme Commander: Helpmate

SUBSCRIPTION RATE

Six issues for \$2.00. Game fee is \$3.00 per game plus a subscription. There are game openings. Make checks payable to Don Horton and mail to 16 Jordan Ct., Sacramento Calif 95826. Telephone is (916) 383-4848.

DEDICATION

This issue is dedicated to the woolly-bear caterpillars of Lancaster, PA. This fall their fur is as black as ink, signaling a frigid winter ahead (at least in Lancaster). "It's going to be cold, slippery, and sloppy," said 83-year-old Herbert Krone, who for 60 years has fashioned weather forecasts from woolly-bear fur. Woolly-bear caterpillars range over most of North America. Forecasting winter weather from the color of their fur--which can be as light as a blond mink or as dark as a deep sable--is a practice introduced by the Pennsylvania Dutch. The darker the pelt, according to the legend, the more severe the winter ahead. "The cold weather and snow will come in waves, one right after the other with thaws and slush in between," Krone said. He also said there will be "some very rough travel conditions" and a "heavy ice storm" sometime during the Christmas holiday week. [Anybody know where I can buy an albino woolly-bear?]

DIS AND DATA

1. As you can see, I have returned from France. Normal publication has been resumed. My deadline next month is the the 10th and most Guest GMs have theirs on the 7th--but check, some vary. I only have one address again--just Sacramento.

As a special treat for the readers there is no "Adventures of Fangmaster" article this issue--but watch out.

2. Articles, puzzles, recipes, drawings, etc are solicited from readers. Remuneration is at the rate of \$1.00 per published page of material. (Payment is made in the form of subscription and gamefee credit.)

3. It's time to revamp my standby list. If you wish to standby let me know. There is no charge, just a subscription is enough.

4. There are still openings in Conrad von Metzke's game. If you want in, write ME (now that I am back) along with the \$3.00 game fee and a preference list. Let's give this fledgling Gamemaster a chance.

NOW I KNOW WHY MY HANGOVERS LACK THEIR FORMER PUNCH

[Stelen from Herb Caen in the SAN FRANCISCO CHRONICLE:] "The world daily becomes a better place in which to live (all kneel). For the latest instance, Rod Ireland points out that the wine and liquor industry is not only promoting better understanding of the metric system, it is encouraging moderation in consumption. Pay attention now! The old gallon jug of wine is being replaced by three-liter containers AT NO EXTRA COST. Of course, you are getting 26.6 fewer ounces of wine, but that is a small price to pay. The old half-gallons are now the new 1.5 liters, which give you a 14-ounce reduction in wine WITHOUT AN INCREASE IN PRICE! In the hard liquor dept., the fifth and its corresponding metric size, the 750-milliliter, offer little change, but--wake up, everybody--the quart remains a quart, for the time being, possibly because if it became a liter, you would get 1.8 ounces EXTRA. It's all for your own good. Remember that."

A REPLY to Baumeister's "THE DROPOUT PROBLEM REVISTED"
by Mark L. Berch

I had no idea that Konrad would be writing his article, (AUGUST 78 C&F) much less that I would be compiling a reply. However, it's such an inviting worm that I'll chomp on the bait, and also grab the line with both hands and see if I can jerk the fisherman into the water.

I agree that the player appointing a successor is impractical (and in my opinion, undesirable), and I agree that Diplomacy is not a very historical game (altho it must be pointed out that the game is supposedly set in 1914, not 1900. The latter is just a numbering convenience) but that's as far as it goes. Failing to replace a dropout will usually produce an inferior game (by my values); how inferior depends on the position. Rigorous adherence to this position has caused GMs to take absurd positions, and players to summarily curtail the game rather than play out a farce.

Part of the problem with Konrad's position is his faulty premises. He greatly exaggerates the relationship between the quality of the position and the probability of a dropout. For example: "Nobody will lose interest in a winning position" (his emphasis). Not So. There is a famous game, played under the pre-1971 majority-of-the-units-on-the-board victory criterion in which a player dropped out when all he had to do to secure the win was just submit his build order. The very first standby position that I was offered was in F03, an 8-center Russia that I was able to bring the edge of victory, (just before I was expelled by the GM). There is nothing unique about this. Altho I have no statistics to back it up, I'd wager that more subs enter the game in Fall 01 (after S01 NMR) than any other season -- certainly not a case of running away from a losing position.

Enough of theorizing: What actually happens when GMs don't use replacements? In 1976AH and 1975DJ, England submitted only one set of moves, S01. As he was not replaced, this meant that as of F01, it was a six person game. This is not what Calhamer had in mind. Or consider 1975FX. The Italian player opened the Lepanto in S01, but the GM then determined that he was no longer interested in playing. Rather than bringing in a standby, he aborted the game right there. I kid you not. Returned the game fees and everything. An even more difficult problem is the S01 NMR, which threatens an entire game as 6-man, with the likelihood of the game being declared irregular. A transparent semantic dodge is employed: A "new game", with a new player in the position, and a new deadline. But the other six positions played by the same people.

At the other end, results can be just a bizarre. In one game, a player with 17 centers and a forced win welshed on a poker bet (or so it was alleged). This act burned both the Italian player in the game and the GM, who expelled him, putting the country into CD. There couldn't really be a war at that point--just a feeding frenzy. Common sense prevailed, and the top two remaining players split the draw. and there's nothing unique about that. In 1976GP, the 14 center leader ceded in S10, and rather than continue, the remaining two drew the game. 1976GS also featured a 14 center dropout; in that case, victory was conceded to the 13 center country.

When a player drops out, particularly with an important position (not quite the same thing as a large position) the game is irremediably changed. The question is: What do you do about it? With a replacement, you at least have a chance of continuing a normal game. Indeed, if the replacement assumes the same alliance structure, the game may suffer only minor disruption. At least, there's a chance. With no replacements, the game may suddenly be pointless to continue, as seen by some of the above games.

Of course, for the remaining players, a no-replacement policy gives you a better chance for a win. But is that the kind of win you want? A winner should prevail over everyone: Original players, standbys, the GM and the Post Office, if necessary. What kind of win is it if you just happened to be in the best position to pick up Defenseless centers.

There's another reason: Novices. When they enter the postal hobby, they may want to try more than just opening game situations. If so, they would have to wait a year or more to have a go at mid- or end-game situations. With standby positions available, they can try their hands at these immediately.

(Continued Overleaf)

Sure, there are some positions which are so small and helpless that it makes very little difference whether they are replaced. But these are very much in the minority, and for them it really doesn't matter whether they are replaced or CDed. But for the others, the ultimate question is: What produces the best game for the remaining players? I think its replacements, and I hope you'll use them in your new zine, Konrad.

LETTERS TO THE EDITOR

KONRAD BAUMEISTER: I think that Rod Walker missed the entire point of my article. I was not endorsing leaving all abandoned positions in CD--that's stupid. I know. I'm playing in a couple of games where the GM uses that attitude and am thoroughly dissatisfied. I only argued it as a possible alternative to the replacing of all powers. Perhaps I wasn't as clear as I should have been.

I still stick by my perhaps exaggerated point that most dropping players do so out of lack of interest. I know that if I, for one reason or another, were forced to quit the hobby as Rod was, I wouldn't be irresponsible enough to just drop: I'd send the GM a postcard with my last set of moves, and a formal resignation, with apologies where due. Rod just dropped. He's the kind of player we're talking about in the first place!

Rod's other point, that of the "lousy positions," is also not well taken, me thinks. Does he really think that every player that takes over a one-center position can take second place with a little bit of elbow grease? If not, then why does he mention it in the first place? If so, I'd like to see some other player do the same, against competent opposition. I'll lay money on it that Rod wasn't playing against sound players. So his example is worth nothing at all.

ROD WALKER: I really enjoyed the article by "Smacko" on the NMR problem. His solution is an expansion of earlier ideas...but the notion that the "NMR fee" should go to the replacement player instead of the GM is a jewel! In my opinion, every GM should adopt it. The proposal is the best idea I've seen in years!!

WINTER: Your front cover was very well done. My congratulations. But (aha!-- always the "but") the map is incorrect, in that it does not show Finland as a part of Russia.

Oh well, just thought I'd got my 2¢ worth.

[I had never noticed before that Finland was included in Russia. Who's going to tell the Finns?]

WALTER LUC HAAS (BUMM May 78): A lot of UK/US/Canadian zines publish letters/articles, regularly or occasionally, dealing with whatsoever--cooking, politics, reports on vacation trips, jokes and what else--but I never saw any complaining remark of one of your readers. Do you just not publish these? When I am publishing remarks on (German--however, I am Swiss) politics, on other non-dippy-related things, several of my readers complain... Or, are Germans just different than other people (well, I always had this doubt, but.....).

[A lot of readers complain about the Diplomacy stuff I publish.]

And here is an interesting item gleamed from COMMAND: The Las Vegas International Diplomacy Tournament will be held on Memorial Day Weekend, May 26, 27, and 28 of 1979, at either the Union Plaza Hotel and Casino or the Aladin Hotel and Casino. The entry fee (which includes all lodging and meals) is \$200.00; there are only 49 positions available. The tournament will consist of 7 rounds, with each player playing every country once. The prize fund will contain between \$4000 and \$4300, though the prize structure has not yet been set. For more information write, Dave Grabar, 4346 E. Armel Ct., Las Vegas, Nevada 89110.

[Do you suppose Diplomacy can replace Blackjack?]

OTHER GAMEZINES TO READ BETWEEN ISSUES OF CLAW & FANG by Smacko

A few weeks ago, Don asked me what 'zines I liked besides C&F. (I get a couple on a regular basis) At that time it dawned on me that there are alot of good game 'zines out that are not known by all. I would like to share a few with you.

THE NINTH CIRCLE is published out of Cincinnati, Ohio by David Bunke. T9thC is open to "Diplomacy", and other games (ie like "The Ring Trilogy", "En Garde", "Conquistador", "Stellar Conquest", "Kingmaker", "A Mighty Fortress", and "Machiavelli"). It is definately a high quality 'zine, that has a good format, good printing, and good editorial content. The only problem with Dave's publication is that it has been late the last couple issues (about 10 days), but I'm sure he'll get a handle on it. Overall, the \$3.50 for 10 issues makes T9thC a good buy. To contact Dave write to him at 5512 Julmar Drive; Cincinnati, Ohio 45238.

SUICIDE - Andy Cook puts this one out for \$3.00 per 10 issues (at 30 cents an issue you can't go too wrong). He always seems to have openings in "Diplomacy" and now he has even started a 15-man Stimmel game (can you imagine having 14 enemys instead of 6!?). The format includes articles and editorial comments along with the games. Until recently it was Xerox. However, it is supposed to be in mimeo from now on. Andy also runs a very good standby system that makes the game go much more smoothly. To get ahold of Andy, write him at 807 Crescent Drive; Alexandria, Virginia 22302

THE DRAGON AND THE LAMB is Steve McClendon's 'zine, and is published out of Webster, Texas. For a real winner you should try this one (don't think that because Steve and I are both Texans that I'm biased). Subs run at 12 issues for \$4.00, with a gamefee of \$1.50 plus a \$2.50 NMR fee. Steve includes a lot of good cartoons, a fine editorial page, and an occasional article on the Space Program (he is a Skylab expert at NASA). Deadlines had been running at 4 weeks, but to keep things lively, they've been reduced to three. To get this one write to Box 57066; Webster, Texas 77598.

COMMAND - Here is another one of my favorites. It is published by the new Boardman Number Custodian, Dennis Agosta. Here the reader gets a good spattering of articles, editorials, and games (regular "Dip" and "Kingmaker"), along with some good short press and game analysis of the Demo Game. Subs are 12/\$4.00. To get ahold of Dennis, write to him at 14 Shadyside Ave.; Dumont, New Jersey 07628.

RETAIRIUS - This is a new publication put out by Ted McDonald. Ted uses an interesting format that makes his 'zine look more like a conventional magazine (it is stapled in the middle, etc). Included are Regular Openings in "Diplomacy", a variant called "Revolution", "Machiavelli", "Gladiators", "Power Politics", and PBM "Dungeons and Dragons". Ted also includes articles, editorials, and even has a fancy cover (you should request the one for #2, was that cover ever a nice one). To get this one, write to 4711 Tuckerman St.; Riverdale, Maryland 20840.

Well, there is a brief review of some of the 'zines that I get in addition to Claw & Fang. Hopefully, it will give an idea to all the readers of some of the different 'zines that are out and worth looking at (the above mentioned are not nearly all the ones that are "worth looking at", but they are the ones that I get) If you get any that you think others should know about, I'm sure that Don would be happy to hear from you.



MONTHLY HOROSCOPE

Scorpio (born Oct 23 to Nov 22)

Those born under the sign of the scorpion are both sexy and secretive. Scorpions like to refer to themselves as very affectionate; others call them promiscuous. Under appellation Scorps would be well advised to keep their affairs secret.

Scorpions are very vengeful and never forget--or forgive--a wrong. If you have ever stabbed one in a Diplomacy game you can look forward to hate mail every Christmas.

THE PRESS GAME

AND FIRST, THE NEWS:

AL-SHAMBLZ (23 November 1902): Ah, the bright lights, the tinkling glasses, the merry laughter of the world's second most famous gambling casino, the Golden Tent. Again the great and near-great of the Middle East gather, as they do every night, to wager vast sums of money (and other things) on everything conceivable...from faro and baccarat to such strange happenstances as whether the Fangmaster will be hijacked to Algeria, if Lee Bardwell really expects us to take that game seriously, or how long Horton will allow this crap to appear in his 'zine.

Tonight the Golden Tent is unusually crowded. One attraction is the triennial posting of the odds on the European War. Another is the appearance of the ibimitable Dansk Whoreton...and as everyone knows, there isn't a maiden between Casablanca and Kabul who wouldn't give anything to run her toes through his fabled beard.

Whoops...here we go! A noble fanfare has just sounded. Here now is the greatest of all croupiers, Dansk Whoreton, escorted by his usual company Jews'-harpists and virgin feather-dancers. Oh, this is a grand and glorious moment! Look at that fluffy, wonderful beard...several ladies have fainted from sheer ecstasy as it brushed their hands. Oh-oh...some teenaged girl is running toward Whoreton with a pair of scissors, evidently bent on getting a souvenir. Ooops! There the security guards are...oof! good tackle, that. She'll be fine with only a few stitches.

The great Whoreton is now at the Odds Board, has picked up the chalk, and is getting ready to write.

FRANCE: 3-2. Oh, there must be joy in Paris tonight! One can almost imagine Empress Brucehilda Slimbuns (or is that Slimebuns? I can't remember) doing a little jig on top of the Tour Eiffel. Baron le Slie is certainly doing something...perhaps la volta, on his table. Two or three of his female companions have joined him in a fantastic can-can...whoops! He's kicked Ambassador Viscount Phred of England in the face. He'll be all right with a few stitches. It's just a bit messy over there, with him bleeding all over the table, but it looks as if the Viscount wants to wait until the English odds are posted.

RUSSIA: 2-1. Here's no surprise, but Count Viacki is again doing a czardas around the room and...ooops! He's kicked Viscount Phred in the face, too.

TURKEY: 4-1. Oho, Turkish ratings are slipping, and already people are rushing to change their bets. We'd have a reaction from Pasha Huntu-bey if he were here, but nobody seems to know where he is. His assistant, the Graeco-Palestinian renegade Stephanos Gruen, is just sitting there, smiling.

GERMANY: 6-1. Again, the German envoy's gasp is echoed throughout the room. Why is the might of the Wehrmacht rated so low? What does Whoreton know that we don't know? Graf Regensberg has gotten up and is goose-stepping out of the...ooops! He just kicked Viscount Phred in the face.

AUSTRIA: 8-1. Freiherr Anton Vahtsohn is mopping his brow in relief. At least the Dual Monarchy is doing a little better.

ITALY: 10-1. There is silence from the Italian table. The absence of the ambassador from Rome seems to be part of the problem. The consul-General, Signore Charpentieri, is chugalugging bottles of chianti and saying nothing.

ENGLAND: 26-1. There is silent sobbing from Viscount Phred as they finally haul him away to the hospital. Rumor has it that King Edward is booking passage on the H.M.S. Fleetspeed for Canada and/or points west.

SACRAMENTO: I know what virgin wool is, but what are virgin feathers?

BERLIN: We will destroy the English by floating delapidated English hulks into the Channel.

ROME: I am beginning to feel like a wallflower. Don't nobody want to ally with Italy? Bruce boy? Freddy lad?

MOSCOW: Turkey should remove 1 not build 1.

SACRAMENTO: Sorehead....so my typewriter made a mistake. And anyhow, he didn't send a build in....or a retreat either, for that matter.

(continued on page 7)

LIVERPOOL: The King declared in a huff today: "Damn battleships, I should have known better than to drag them into Oklahoma." The Department of Redundancy Department, however noted that the gun crews had improved their gunnery quite a bit. And the Navy Department noted that when the Spring rains come, they could be floated down the Red River to the sea. Meanwhile, rumors to the effect that the King was planning on taking up residence in exile in Greece continued to circulate. The major problem would be supplying the British sailors with Short Pants and Bobby Socks, which the First Lord of the Admiralty stated were "absolutely necessary" for any proper British Fleet. The King stated through his press agent that his vacation had at least spared him the trouble of trying to organize a defence of London, and that England was having a wonderful time, and wished everyone else were here.

MULTILINGUAL OATBURGER PRESS (by our Paris correspondent. 16 September 1902):
 "What do you mean, 'restore you'?" said Empress Brucehilda in low, sinister tones.

"Exactly that," Princess Lucretia replied. "It's high time that We were restored to Our holy dignity in Rome."

"Who would want an ugly old thing like you on the Throne of St. Peter's?"

"Oh, that's easy to fix." Lucy waved hand and instantly disappeared in a puce-and-mauve mist. Then the mist cleared and she had been transformed! What had once been an ugly old hag was now a stunning woman. She was 6'4" of lusciously curveaceous femininity, her long black hair in long soft curls down to her waist. Instead of her former dark lavender crushed velvet gown, she was now attired in a floor-length white hassock (decolte to the navel in front and quite a few inches lower in back). On her head was perched a tiny white skullcap. On her dainty feet she wore white patent-leather boots with tinkling spurs. In her hands she held a Bishop's staff and a cat-o'-nine-tails. "Down, Mdongo," she admonished her loyal Watusi retainer, who hadn't moved. Then she added, "Later."

Empress Brucehilda was incredulous. "Do you really intend to be Pope?"

"No, of course not. I'm a woman, silly. I intend to be Mope."

AND NOW NEWS FROM THE FRONT:

Autumn 1902: England F Nth R Ska; Italy F Gre R Ion; Turkey A Rum R OTB(NMR)

Winter 1902: Austria builds A Vie; England removes F Edi; France builds F Bre; Germany is even; Italy removes A Boh; Russia builds A Mos, F Sev; Turkey even

Spring 1902 due November 10. Lets have some more press, gang. I am asking Konrad Daumeister to take over Turkey. His address is 11416 Parkview Ln., Hales Corners, WI 53130.

Change of address for Fred Winter to 400 W. Madison St. #2400, Chicago, Ill 60606.

THE DIPLOMAT'S OTHER TABLE

Brandy Alexander Pie

Ingredients: 1 9-inch graham cracker crust, baked.

1 envelope unflavored gelatin	3 eggs, separated
1/3 cup cold water	1/4 cup brandy
2/3 cup sugar	1/4 cup creme de cacao
1/8 teaspoon salt	2 cups heavy cream, whipped

Sprinkle gelatin over cold water in a saucepan. Add 1/3 cup sugar, the salt and egg yolks. Stir to blend. Heat gelatin mixture over low heat while stirring until gelatin dissolves and mixture thickens. Do not boil. Remove from heat and stir in brandy and creme de cacao. Chill until mixture begins to thicken. Beat egg whites until stiff. Gradually beat in remaining sugar and fold into thickened mixture. Fold in 1 cup whipped cream. Turn into prepared graham cracker crust. Chill several hours or overnight. Garnish with remaining whipped cream. Add chocolate curls for decoration, if desired.

1977CX GM: C.K.Eaton, 19606 Gary Avenue, Sunnyvale, CA 94086

ENGLISH DELIGHT IN RENEWAL OF FLEET!

Autumn 1906: Russia A Ber R Sil

Winter 1906: Austria even; England build F Lon; Germany build A Kie;

Italy build A Ven; Russia remove A Nwy & A Syr.

Spring 1907 due November 7th. Vote for Austro-German draw failed to carry.

THE WINNERS GAME

SPRING 1902 (Previously sent to players)

AUSTRIA Kendter (5): A Tri* H, A Vie-Boh*, A Bud* S RUSSIAN A Ukr-Rum, A Ser*-Bul,
F Gre*-Aeg
 ENGLAND Straten (4): F Nwy-Ska*, F Lon-Nth, FNth-Hel*, A Yor-Lon
 FRANCE Willemsen (6, 1 short): A Par-Bur*, A Bel* S A Par-Bur, A Spa-Gas*,
F Por-Spa(sc)*, F Bre-MAO*
 GERMANY McSweeney? (4): NMR! A Ruh* H, A Kie* H, A Mun* H, F Den* H
 ITALY Hudec (4): F Ion-EMed*, F Rom-Nap*, A Ven-Rom*, A Tun* H
 RUSSIA Bassett (5): F Rum*-Bla, F Sev*-Arm, F Both-Swe*, A Ukr*-Rum, A Sil* H
 TURKEY Goldston (4): A Ank*-Arm, F Smy*-Aeg, A Bul* S AUSTRIAN A Ser-Rum/NSO/,
F Con*-Bla

FALL 1902 (Previously sent to players)

AUSTRIA Kendter (5): A Boh-Mun*, A Ser-Gre*, F Gre-Aeg*, A Tri-Ser*,
 A Bud* S A Tri-Ser
 ENGLAND Straten (4): A Lon-Hol*, F Nth* C A Lon-Hol, F Hel*-Kie, F Ska-Den*
 FRANCE Willemsen (6, 1 short): A Bur*-Ruh, A Gas*-Bur, A Bel* S ENGLISH A Lon-Hol,
F MAO-Wes*, F Spa(sc)-Lyon*
 GERMANY ~~McSweeney~~ Fiack (4): A Ruh*-Hol, A Kie* S F Den, A Mun-Ruh/d/ ret Tyr, OTB
F Den H/d/ ret Bal, OTB
 ITALY Hudec (4): A Rom-Tus*, F EMed* S AUSTRIAN F Gre-Aeg, A Tun* H, F Nap-Tyrr
 RUSSIA Bassett (5): F Rum-Bla*, F Sev*-Arm, F Swe* S ENGLISH F Ska-Den,
 A Ukr-Rum*, A Ukr-Rum*, A Sil* S AUSTRIAN A Boh-Mun
 TURKEY Goldston (4): F Smy* H, A Ank*-Arm, A Bul* S RUSSIAN A Ukr-Rum,
 F Con* S A Bul

WINTER 1902

AUSTRIA: Home, Ser, Gre, MUN; (6) Build Army Vienna
 ENGLAND: Home, Nwy, HOL, DEN; (6) Build Fleet Edinburgh and Army London
 FRANCE: Home, Bel, Spa, Por; (6, was 1 short) Build Fleet Marseilles
 GERMANY: Ber, Kie, ~~Mun~~, ~~Den~~; (2) Remove Fleet Baltic and Army Ruhr
 ITALY: Home, Tun; (4) Even
 RUSSIA: Home, Rum, SWE; (6) Build Army Warsaw
 TURKEY: Home, Bul; (4) Even

Spring 1903 due to GM Dave Forte (Apt 412 Edgewater Drive, Lakewood, Ohio 44107)
 by November 7.

DARKOVER

GM: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024

FALL 1901 (previously sent to players) and WINTER 1901

AUSTRIA (Berch) A Tri-Vie, F Alb-Gre S by A Ser. Owns: Bud, Tri, Vie, Gre, Ser (5)
 Builds A Bud, A Vie
 ENGLAND (Hendrix): F Nrg-Bar, A Yor-Nwy C by F Nth. Owns: Edi, Lpl, Lon, Nwy (4)
 Builds F Lon
 FRANCE (Stevens): A Gas-Mar, A Spa-Por, F Mid-Spa [no coast specified].
 Owns: Bre, Mar, Par, Por (4). Builds A Par
 GERMANY (Burce--COA): A Ruh-Bel, A Kie-Hol, F Den-Fin [impossible].
 Owns: Ber, Kie, Mun, Bel, Den, Hol (6). Builds A Ber, A Mun, F Kie
 ITALY (Price): A Pie S FRENCH A Spa-Mar [nso], A Apu-Ven, F Ion-Tun
 Owns: Ven, Nap, Rom, Tun (4). Builds F Nap
 RUSSIA (Hightower): F Fin-Swe, A Ukr-Rum S by F Sev, A Gal-Vie
 Owns: Mos, StP, Sev, War, Rum, Swe (6) Builds A Mos, A StP
 TURKEY (Shreve): A Bul-Gre, F Con-Aeg, A Smy-Con. Owns: Ank, Con, Smy, Bul (4).
 Builds F Ank.

Deadline for Spring 1902 is Wednesday, 1 November 1978. Change of address for
 Gary Burce: Hampton Sq., #152 900 Southampton Rd., Benicia, CA 94510.

1977CY (MENSA 7)

AUTUMN 1906: GERMANY (NRR) A Swe R OTD

WINTER 1906: AUSTRIA build A Vie; ENGLAND even, FRANCE build F Bre,

GERMANY will be 1 short; Italy even.

SPRING 1907 due November 10.

LONDON: Death to the French! Will the Kaiser please convert to the true faith?

1978AZ (MENSA 8)

AUTUMN 1902 (Left out last month): Germany A Kiel R Ruhr; Italy A Ven R Rom

SPRING 1903: TOMMIES MARCH INTO ST PETERSBURG WHILE SWEDES PRAY FOR NEUTRALITY.

AUSTRIA Funkenbusch (7): F Adr*→Apu, A Tri* S A Ven, A Ven* S A Vie-Tyo*, A Ser* H, A Mos-Lva*, A Bud-Gal*ENGLAND Young (4): F Bar* S A Nwy-StP*, F Nth*→Nwy, F Lon-Eng*FRANCE Fassett (7): F Spa(sc)→WMed*, A Pie-Tus*, A Mar-Pie*, A Par* H, A Bur-Mar*, A Bel* H, A Mun*→TyoGERMANY ~~Koch~~ Daumeister (4): F Kie-Den*, A Ber-Sil*, A Hol* S A Ruhr-Kie*ITALY Greenberg (3): F Ion-Adr/d, A Rom* S FIE A Pie-Tus, F Apu* H [F Ion R Tun, Tyr, Nap]RUSSIA Compton (2): A Fin*→Nwy, A War-Ukr*TURKEY Straten (6): F Aeg* S F Gre-Ion*, F Con-Bul(sc)*, F Smy-EMed*, A Bul-Gre*, A Sev-Mos*

NEUTRAL: Swe

FALL 1904 due November 10.

WARSAW: Faithless allies destroy mother Russia.

ROME: The decimated Italian hordes welcome their French cousins. Is it true Austrians don't eat garlic? Save us from those barbarians! Anybody!

ITALY TO AUSTRIA: Can't blame me for trying...again.

FYRDLÖCK, GALICIA: Rumors abound in this isolated community of the strange and mysterious goings on at the nearby Austrian naval research station. Equally mysterious is why the Empire ever built a naval base in the mountains and hundreds of miles from the nearest body of water. Reputedly at work is dissident American scientist Harvey Schlarbknuckle, who was thrown out of Harnblasc, Idaho several years ago for "the practice of chemistry and other black arts." What unnatural abominations are even now being worked, few dare to speculate.

MENSA 9

SPRING 1901: NEW WAR UNDERWAY WITH ITALIAN-AUSTRIAN CLASH IN TYROLIA

AUSTRIA Compton (3): A Bud-Ser*, A Vie*→Tyo, F Tri-Alb*ENGLAND Johnson (3): F Edi-Nwg*, F Lon-Nth*, A Lvp-Yor*FRANCE Bassett (3): F Bre-MAO*, A Mar* S A Par-Bur*GERMANY Schmidt (3): F Kiel-Den*, A Ber-Kiel*, A Mun-Ruhr*ITALY Beaumont (3): A Ven*→Tyo, A Rom*→Tia, F Nap-Ion*RUSSIA Reynolds (4): F Sev-Rum*, F StP(nc)→Both*, A Mos-StP*, A War-Gal*

TURKEY Hodgdon (3): A Con-Bul*, A Syr-Con*, F Ank* H (unordered)

FALL 1901 due November 10.

VIENNA: Peace to the world.

1977IK

SPRING 1905: ITALIANS BACK IN ROME

AUSTRIA Diehl (3): A Vie* S TUR A Ser-Tri NSO, A Rome-Nap /d/ R(Tus,OTD)*, A Apu* S A Rome-NapENGLAND Kendter Jr. (8): F Swe-Bal*, F Nth* C & F Ska* S A Edi-Den*, F Nwy-StP(nc)*, F Hol*→Kie, F Eng* S A Del* H,

FRANCE Smith (4): A Par-Pic*, A Gas* S A Dur* H, A Pie-Tyo*

GERMANY Oaklyn (5): F Hol*→Hel, A Mun*→Dur, A Kie* S A Ruh*→Hol, A Ber*→MunITALY Kador (4): F Nap* & A Ven* S F Tyn-Rom*, F Tun-Tyn*, A Tri* S A Ven

RUSSIA Bassett (2): A Ukr-Mos*, A Pru-Lva*

TURKEY Kahan (7): F Bla* C & A Ser* S A Con-Rum*, F Aeg* S F Alb-Ion*, A Gal* S A Rum-Bud*

Fall 1905 due November 10.

ENGLAND TO GERMANY: Bernie, did you know that your talk about me "stabbing" you is getting very boring. You know that you were planning to stab me. Every turn until my "stab" you were trying to set me up, and were taking everything for yourself. If I went along with you, I would have stayed at six for the rest of the game.

READ ANY GOOD BOARDMAN NUMBERS LATELY? YOU MAY AGAIN SOON!

From ROD WALKER: When I gave up the Custodianship of the Boardman Numbers, I placed a rider on them to this effect: that if a future Custodian was unable to perform his duties, and had not passed the Custodianship on to a successor, I would have the right to resume my position as Boardman Number Custodian.

On 2 October 1978 I determined that, in my opinion, Calvin White was no longer able to perform the duties of BNC. For whatever reasons, nothing has been done for several months. Cal had declared his intention of passing the Custodianship to Dennis Agosta, but again some months have passed without any action on his part.

Therefore, effective 2 October 1978, at 6:30 p.m. PDST, I resumed my former position as Boardman Number Custodian. At 6:45 p.m. PDST, I verbally transferred that position to Dennis Agosta. Mr Agosta is now Boardman Number Custodian. He may be reached at 14 Shadyside Ave., Dumont NJ 07628.

Anyone who wishes a Boardman Number for a postal DIPLOMACY game should contact Mr. Agosta as soon as possible. He has a list of unnumbered games, but it is necessarily incomplete. In requesting a number, please send a xerox copy of the original game announcement, showing the players and any local or private game designation you're using, or a separate list showing the same information. Please also enclose a stamped, self-addressed postcard.

Douglas Beyerlein, Conrad von Metzke, and myself, all former BNCs, will be monitoring the progress of the BNC transfer. Doug is already at work looking into transfer of the BNC's records. We would like to ask everyone's patience and indulgence. Mr. Agosta will be very busy catching up on back work. He has expressed to me an earnest intention to get the backlog cleared up as rapidly as possible, but there is a lot to do and it will take time.

Please give Mr. Agosta your every cooperation and assistance. Copies of your 'zine for record purposes should be sent to Mr. Agosta as well. In many instances, he may need back copies...or at least xeroxes of the game moves.

DENNIS AGOSTA (COMMAND #30): While it is true that I am the new Boardman Number Custodian, as of 9/18/78 I have not received any records from Cal White. All of the game-end statistics and number requests that I have received to date have been filed away and I will act upon them as soon as the transfer is complete, hopefully within the next few weeks. All GMs are welcome to send me any BN related material, but I must ask that you do not phone me for numbers as it will complicate things tremendously. The first issue of EVERYTHING that I will publish, within a month or so of the transfer, will contain a list by GM of all the numbers assigned and game endings logged in the year 1978. Please wait for this list before requesting me to trace "missing" numbers.

The Fangmaster is back...several pounds heavier and many \$ lighter. See page 1 of CLAW & FANG #95 sent your way by DON HORTON
16 Jordan Ct.,
Sacramento, CA 95826
(916) 383-4848



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